

Rules and Regulations

For

3rd Anniversary Tournament

2024



3rd Anniversary Tournament: A Global Showdown Awaits!

The 3rd Anniversary Tournament beckons, offering a chance to compete for an epic prize pool that's both in-game and real-world!

Test your skills and strategize for victory! Here's the breakdown:

Maps:

- **Group Stage (3 Maps):** Teamwork on Greenland, Hidden Dragon, and Unexplored Rocks (In this Order).
- **Final Stage (5 Maps):** Battle across the diverse landscapes of Arctic, Viking Bay, Two Samurai, Islands of Iceland, and **Polar Frontier** (In this Order).

[Edit: Maelstrom map has been replaced with Polar Frontier on 10/05.](#)

Assemble Your Squad:

- **Team Size:** 5v5 format with 5 main players and 1 substitute per team.
- **Tournament Tier:** Gear up for Tier 3 competition.
- **Number of Teams:** 32-128 teams.

Match Schedule:

- **Weekends & Fridays:** Most matches will be held on Fridays and weekends. The final schedule will be confirmed after registration closes.
- **Possible Weekday Matches:** If needed, group stage games might be played during the week, with ample notice provided.

A Prize Pool Worthy of Champions:

Vie for incredible in-game rewards and a share of a hefty USD prize pool!

- **Top Team Prizes:**
 - 1st Place: LEGEND + ULTIMATE NUKE Package + ULTIMATE CAMO Package + [USS Arsenal Ship](#) + 20,000AC
 - 2nd Place: HERO > LEGEND + ULTIMATE NUKE Package + ULTIMATE CAMO Package + [Pan Spatial Killswitch](#) + 10,000AC

- 3rd Place: ULTIMATE NUKE Package + ULTIMATE CAMO Package + CH-1 + 5,000AC
- 4th Place: ULTIMATE CAMO Package + Pan Spatial Dragon Wing + 2,500AC
- **Per Team USD Prize Pool:**
 - 1st Place: \$1200 USD (Split amongst team members: \$200 per player)
 - 2nd Place: \$600 USD (Split amongst team members: \$100 per player)
 - 3rd Place: \$300 USD (Split amongst team members: \$50 per player)

Beyond the Glory:

The top 3 teams (including substitutes) will receive exclusive, **first-of-its-kind merchandise** from Artstorm!

Special Titles:

Compete for unique in-game titles awarded based on your team's placement. A Unique title for First place. Title for 2nd & 3rd places too.

Everyone Wins!

All participants will receive a special participation title!

Important Notes:

1. All rewards are distributed per player.
2. Compensation will be provided for players already holding the LEGEND title (3000AC).
3. ULTIMATE NUKE Package: MARK 45 ASTOR, DF12 & RPK-1 Vikhr.
4. ULTIMATE CAMO Package: Gorilla, Lizard, Elements & **New Twitch camo.**
5. Prize distribution in USD will be paid to each player individually.
6. In case of impossibility of transaction in some countries, including due to external factors, the prize money will be paid with in-game currency Artcoin, at the rate of 1\$ = 100 Artcoin.

Gearing Up for the Tournament: Stage Breakdown

The tournament unfolds in two exciting stages: **Group Stage** and **Final Stage**, both utilizing a Double Elimination format.

Group Stage:

- **Organized for You:** To ensure a smooth experience, 4 organizers will be assigned – 2 dedicated to the Winner's Bracket (Upper Bracket) and 2 for the Loser's Bracket (Lower Bracket).

- **Random Team Selection:** Registered players will be randomly divided into groups of 2. The organizers might create unequal groups to accommodate all participants.
- **Best of 3 Battles:** Get ready to battle it out in a "Best of 3" (BO3) format within your assigned groups. Once sorted, captains will be notified of their designated Discord channel by the organizers or helpers.
- **Top Teams Advance:** After the Group Stage, the top 2 teams from each bracket will move forward to compete for the grand prizes.

Final Stage:

- **Best of 5 Showdowns:** Brace yourselves for epic "Best of 5" (BO5) matches in the Final Stage. The map order has been previously announced. Final Game will be a Single Elimination.

Scheduled Matches:

All matches will be held within the **13 - 17 UTC** time zone. Organizers will set specific match times and notify players through their designated team channels.

Remember to stay tuned to your team channels for important updates and match schedules!

Ship and Equipment Restrictions: Gearing Up for Fair Play

To ensure a balanced playing field, here's a rundown of what's allowed and what's not in terms of ships and equipment:

Ships:

- **Variety is Key:** Each team can only have **one ship per Tier 3 category**. This means you can have one aircraft carrier (either Attack Carrier or Carrier), one destroyer, one cruiser, one frigate, one battleship, and one submarine.
- **Simple Ships:** Only ships purchasable with Gold or Dollars in the shop are allowed. Ships obtained through the Battle Pass (both VIP and Premium) are also permitted.
- **Restricted Ships:** Be aware that Event and Special Package ships are off-limits. Additionally, Tier 2 ships and Title ships (like Nemesis) are not allowed.

Equipment:

- **Shop It Up:** All equipment available for purchase with Gold or Dollars in the shop is fair game.
- **Battle Pass Bounty:** Equipment from both the Regular and VIP/Premium Battle Pass are permitted.
- **Monthly Event Rewards:** The final stage items from Monthly Events (like Defiant X and Havoc) can be used.
- **Restricted Equipment:** Equipment obtained through Monthly Gacha/Leaderboard Events, Special Packages (like Tu-222M and H-18), and Special Events (think Pumpkin Launcher, Broomstick, Cupid Rail Gun) are prohibited.
- **Title Equipment Off Limits:** Equipment associated with Titles (like S97, Anseq, and Zircon) are not allowed.

Additional Tournament Rules: Ensuring a Fun and Fair Experience

Here are some additional rules to keep in mind for a smooth and enjoyable tournament:

Fair Play and Sportsmanship:

- **Stick to the Allowed Gear:** Players can only use the equipment specified in the previous section. Everything else is strictly off-limits.
- **Customize It Up!** Feel free to personalize your gameplay with skins, camos, and flags – these are all unrestricted.
- **Randomized Starting Positions:** A judge will randomly determine the Alpha and Bravo positions for each team at the beginning of a match.
- **Standard Match Length:** All matches will last for the designated standard time of 10 minutes.
- **Consequences for Rule Breakers:** Using banned items, ships, or helicopters will result in a warning. A rematch will be offered after a warning. However, accumulating 2 or more warnings will lead to an automatic technical win for the opposition team.
- **Rematch Restrictions:** During a rematch, neither team can change their ships, equipment, or starting positions.
- **Disconnection Policy:** If a player loses connection during a match, they must provide proof within 5 minutes. The judge can deny a rematch if they suspect an intentional disconnect. Remember, only one rematch is allowed per team, per round.
- **Rejoining After Absence:** If a player cannot enter the game room at the start, they have the right to request a rematch.

Account Management:

- **Name Consistency:** Players must maintain the same in-game name they used during registration throughout the tournament. Offensive language or symbols in names are not permitted.
- **Account Stability:** Changing your account for any reason is prohibited. Only registered accounts can participate.
- **Solo Squads Welcome:** Clans are not required for participation.
- **One Team Per Player:** Players can only participate on one team. Switching teams or playing with multiple accounts is a serious offense. Violations will result in permanent disqualification for both the player and their team.
- **Account Sharing is Forbidden:** Sharing login information or passwords is strictly prohibited. Login activity is monitored via IP, and suspicious activity will lead to team disqualification. The Artstorm Community Managers will have the final say on such matters.
- **Exploiting Bugs:** Using bugs or loopholes in the game for an advantage may result in a technical loss for the offending player/team. The judge will have the final say based on the bug's severity.
- **Cheating and Lying:** Using cheats, hacks, or other illegal programs will lead to disqualification from the entire tournament. Any attempt to mislead staff can result in warnings or a technical loss, at the organizers' discretion.
- **Respectful Conduct:** Taunting, offensive remarks, or discrimination based on race, religion, politics, or gender will result in a warning (proof required).
- **Match Punctuality:** Both teams must be present at least 5 minutes before the game. Teams have 3 minutes to enter the room after the scheduled time. Excessive delays may lead to warnings.
- **Room Codes and Access:** Room codes will be provided 2-5 minutes before the match. Players have 3 minutes to join after the scheduled time. Failing to join results in a warning.
- **Room Code Confidentiality:** Team captains must keep room codes private and share them only with teammates. Public sharing is prohibited.
- **Authorized Personnel Only:** Only players, streamers, judges, and record keepers are allowed in the room. No unauthorized individuals.
- **Team Rosters:** Teams can have any 5 of their 6 registered players participate, except during rematches.

- **Player Changes:** Teams can change registered players only once before their first match by contacting the organizers. Players cannot be registered on multiple teams.
- **Ending a Tie Game:** If the game ends in a tie after 10 minutes, both teams must submit screenshots to a designated Discord channel.
- **Incomplete Teams:** Teams are allowed to play with an incomplete roster (e.g., 4v4, 4v5, etc.).
- **Sudden Death:** If both players die simultaneously, a video replay will determine the last survivor (winner).
- **Tiebreaker by Damage:** If there's no clear winner after 10 minutes, the team with the most damage dealt wins.
- **Rule Updates:** These rules may be updated, revised, or expanded as needed. Players are responsible for checking the online rule document periodically. Notification of changes may or may not be provided.
- **Contesting Decisions:** Players can contest decisions by judges or recorders, but not admins.
- **Unclear Rules:** In cases of unclear or ambiguous rules, admins will make the final call based on their judgment.
- **Respectful Communication:** Offensive behavior or arguments towards staff will lead to expulsion from the tournament.
- **Server Discretion:** The server reserves the right to depart from these rules with or without player consent. Admins have the final say in all cases.

Mark Your Calendars: Tournament Dates and Registration

Here's a quick rundown of key dates for the tournament:

Registration:

- Opens: **April 13th, 2024**
- Closes: **April 23rd, 2024** (or until all slots are filled)
- Possible Extension: Organizers may extend the registration period if needed. Stay tuned for announcements!

Tournament Schedule:

- Group Stage Games: **April 26th - May 19th** (weekends including Fridays)
- Final Stage Games: **May 25th & 26th**

Remember to register early to secure your spot!

You can register by filling the below form. Please read this document carefully and completely before filling the form.

[Click here for Registration Form. Ensure that you are in Discord server before filling this form.](#)

[Click here for YATS server. All games will take place here.](#)

Meet the Tournament Staff:

The tournament will be overseen by a dedicated team to ensure everything runs smoothly. Here's a breakdown of their roles:

Organizers:

- Your go-to support crew! They'll help create Discord channels, manage schedules, and adjust timings in special cases upon player request.
- If you encounter any game discrepancies after consulting a judge, the organizer is your next point of contact.

Judges:

- The referees of the competition! Each judge is responsible for their assigned group games and has the final call on rulings within those matches.
- Judges will create game rooms, share access codes with team captains, and ensure players comply with the rules and regulations.

Recorders:

- The judges' backup crew! If a judge becomes unavailable, the recorder will seamlessly step in and take over judging duties.

Stream Team:

- The Final Stage will be live on Twitch for all to see! Catch the action and grab exclusive Twitch drops during the streams. (Link to the official Twitch channel can be found [here](#).)

Got Questions or Want to Get Involved?

- **Join the Community:** Click [here](#) to join the official Discord server and connect with other players!
- **Staff Applications:** Interested in becoming part of the tournament staff? Open a ticket on the Discord server for paid staff (with in game items/currency) opportunities.
- **Feedback and Suggestions:** We value your input! If you have suggestions for improvement or find anything unclear in this document, don't hesitate to open a ticket on the Discord server.
- **Report Issues:** If you suspect foul play, collusion, or any form of discrimination during the tournament, please reach out to an admin or open a ticket on the Discord server. We're here to help!

